

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (Currently Amended) A gaming terminal data repository comprising;
a network interface for communicating with a plurality of gaming terminals;
a memory arranged to store a) gaming terminal transaction information received from the plurality of gaming terminals and b) game software components for use by the plurality of gaming terminals wherein each of the gaming terminals is used to present a game of chance that is regulated by a gaming jurisdiction in which the gaming terminal is located; and

a processor designed or configured to 1) download to the gaming terminals game software components that comply with rules of the gaming jurisdiction in which the gaming terminals are located, 2) based upon the gaming transaction information, determine a performance of a first game of chance currently installed on a first gaming terminal in the plurality of gaming terminals, 2) compare the determined performance of the first game of chance to a game performance criterion, 3) in response to the comparison of the determine performance of the first game to the game performance criterion, download first game software components from among the game software components that allow a second game of chance different from the first game of chance to be played on the first gaming terminal.

2. (Original)The gaming terminal data repository of claim 1, wherein the processor is further designed or configured to determine the gaming jurisdiction where a particular gaming terminal is located.

3. (Original)The gaming terminal data repository of claim 1, wherein the processor is further designed or configured to download particular game software to a first gaming terminal when the particular game software is requested by a user at the first gaming terminal.

4. (Original)The gaming terminal data repository of claim 1, wherein the processor is further designed or configured to identify a user playing a game at a first

gaming terminal, determine a custom software configuration for the user and download the custom software configuration to the first gaming terminal.

5. (Original)The gaming terminal data repository of claim 1, wherein the processor is further designed or configured to group a portion of the plurality of gaming terminals for generating a progressive game on the portion of the gaming terminals.

6. (Original)The gaming terminal data repository of claim 1, wherein the processor is further designed or configured to download gaming software for allowing a progressive game to be generated on the plurality of gaming terminals.

7. (Original)The gaming terminal data repository of claim 1, wherein the processor is further designed or configured to download game software for allowing a promotion to be generated on the plurality of gaming terminals.

8. (Currently Amended)The gaming terminal data repository of claim ~~1~~, 7 wherein a first portion of the plurality of gaming terminals used in the promotion are owned by a first gaming entity and wherein a second portion of the plurality of gaming terminals used in the promotion are owned by a second gaming entity.

9. (Original)The gaming terminal data repository of claim 8, wherein the processor is further designed or configured to automatically download game software for a new game to a first gaming terminal when a gaming performance of a current game on the first gaming terminal is assessed as poor.

10. (Original)The gaming terminal data repository of claim 1, wherein the processor is further designed or configured to store to the memory current and past gaming software configurations for each of the plurality of gaming terminals.

11. (Original)The gaming terminal data repository of claim 10, wherein the processor is further designed or configured to store to the memory the game software transaction information categorized according to each of the current and the past game software configurations.

12. (Original)The gaming terminal data repository of claim 1, wherein the processor is further designed or configured to display performance data for each of a plurality of different game software configurations used on the gaming terminals.

13. (Original)The gaming terminal data repository of claim 1, wherein the network interface is for further communicating with a plurality of remote servers and the processor is further designed or configured to communicate with the remote servers to gather information for storage in the memory regarding the plurality of gaming terminals.

14. (Original)The gaming terminal data repository of claim 1, wherein the processor is further designed or configured to download player tracking software to the plurality of gaming terminals.

15. (Original)The gaming terminal data repository of claim 1, wherein the processor is further designed or configured to download pay tables to the plurality of gaming terminals.

16. (Original)The gaming terminal data repository of claim 11, wherein the processor is further designed or configured to download a device driver for operating a device connected to the gaming terminal.

17. (Original)The gaming terminal data repository of claim 1, wherein the processor is further designed or configured to download game software that allows a bonus game to be generated on the plurality of gaming terminals.

18. (Original)The gaming terminal data repository of claim 1, wherein the processor designed or configured to update game software components on said gaming terminals using one or more update triggers.

19. (Original)The gaming terminal data repository of claim 1, wherein the processor designed or configured to receive game software component information from the gaming terminals wherein the game software component information describes game software components stored on the gaming terminals.

20. (Original)The gaming terminal data repository of claim 1, wherein the game software components are selected from the group consisting of game system components, game paytables, game bonusing, game progressives, game graphics, game sounds, game jurisdiction information and game networking components.

21. (Original)The gaming terminal data repository of claim 1, wherein the game of chance is selected from the group consisting of a video bingo game, a video lottery game, a video black jack game, a video slot game, a mechanical slot game, a video poker game, a video keno game, a video pachinko game, a video game of chance and a video card game.

22. (Currently Amended) A gaming system comprising:
a gaming terminal data repository comprising:

- a first network interface for communicating with a plurality of gaming terminals;
- a memory arranged to store a) gaming terminal transaction information received from the plurality of gaming terminals and b) game software components for use by the plurality of gaming terminals wherein each of the gaming terminals is used to present a game of chance that is regulated by a gaming jurisdiction in which the gaming terminal is located; and

- a processor designed or configured to 1) download to the gaming terminals game software components that comply with rules of the gaming jurisdiction in which the gaming terminals are located, 2) based upon the gaming transaction information, determine a performance of a first game of chance currently installed on a first gaming terminal in the plurality of gaming terminals, 2) compare the determined performance of the first game of chance to a game performance criterion, 3) in response to the comparison of the determine performance of the first game to the game performance criterion, download first game software components from among the game software components that allow a second game of chance different from the first game of chance to be played on the first gaming terminal;

the plurality of gaming terminals, each gaming terminal comprising:

- a second network interface for communicating with the gaming terminal data repository;

a master controller designed or configured i) to generate the game of chance played on the gaming terminal using game software components downloaded from the gaming terminal data repository and ii) to send gaming terminal transaction information to the gaming terminal data repository;

a memory for storing the game software components downloaded from the gaming terminal data repository; and

a network for providing communications between the gaming terminal data repository and the plurality of gaming terminals.